

CRAZY VALET

GAME PROGRAM INSTRUCTIONS



FOR ATARI 2600 OR 7800
ONE PLAYER / LEFT JOYSTICK

PROGRAM © 2000
BY BRIAN PRESCOTT

You have just witnessed an incredible football game in which your home team defeated the visitors by a narrow margin. Little do you realize that your evening's excitement is just beginning.

Being a very important club seat season ticket holder, you had a valet parking pass for the game. Unfortunately, a disgruntled football fan turned valet parking lot attendant took out their frustration at not getting tickets on your car. They have spent the entire game in a devious attempt to make it as difficult as possible for you to leave. Now the zealous attendant has left, and you need to assist the other attendants to get your car out of the lot so that you can get home before the post game show is over.

OBJECT OF THE GAME

On each of the 26 levels of the game, there is only one horizontally parked car on the third row of the parking lot, with an exit to the parking lot on the east side of the third row. The object of the game is to move your car, which just happens to be the horizontally parked car on the third row, to the exit by moving it and the other cars in the parking lot.

Horizontally parked cars can only move east and west, and vertically parked cars can only move north and south. In addition, cars cannot ram into each other, or move beyond the boundary of the parking lot.

PLAYING THE GAME

Use your Joystick Controller with this cartridge. Be sure to plug the controller cables firmly into the jack at the back of the Video Computer System. Hold the controller with the red fire button to your upper left toward the television screen. Use the left controller jack for this game.

Use the Joystick Controller to move the red cursor around the parking lot. When the cursor is on a car, press and hold the fire button, and the cursor will turn green. At this point,

moving the joystick while holding the fire button will move the selected car in that direction, if the car can be moved.

CONSOLE CONTROLS

To select a level, press down and release game select switch. The level number appears at the top of the screen.

To start a level, press down and release the game reset switch to begin a level. After the level starts, the number of moves will appear at the top of the screen. During a level, to restart from the beginning, press down and release the game reset switch, and the parking lot will go back to the configuration at the beginning of the level, and the score counter will go back to zero.

The difficulty switches and TV type (color/black and white) switch are not used for this game.

HELPFUL HINTS

When playing a level, especially on the more advanced levels, it is often necessary to undo what appears to be progress in order to move forward and eventually solve the level.

The game initializes to a state that allows selection using the game select switch of the first three levels only. To reach levels beyond number three, you must successfully solve the last level. Obviously, any progress is lost if the console is powered off, so solving all 26 levels must be done in one session.

Once you have mastered a level, check the Crazy Valet web page to see if you can solve that level in fewer moves than the best score posted. If you can beat the posted score, submit your score along with an explanation of how the score was arrived at. If your score is verified, your name and score will be posted.

If you finish all 26 levels, a special message will be displayed.

Crazy Valet web page:

<http://home.tampabay.rr.com/bprescot/crazyvalet/index.htm>